XBOX

LIVE™ ONLINE ENABLED

Trivial Pursuit Unhinged™

ATARI
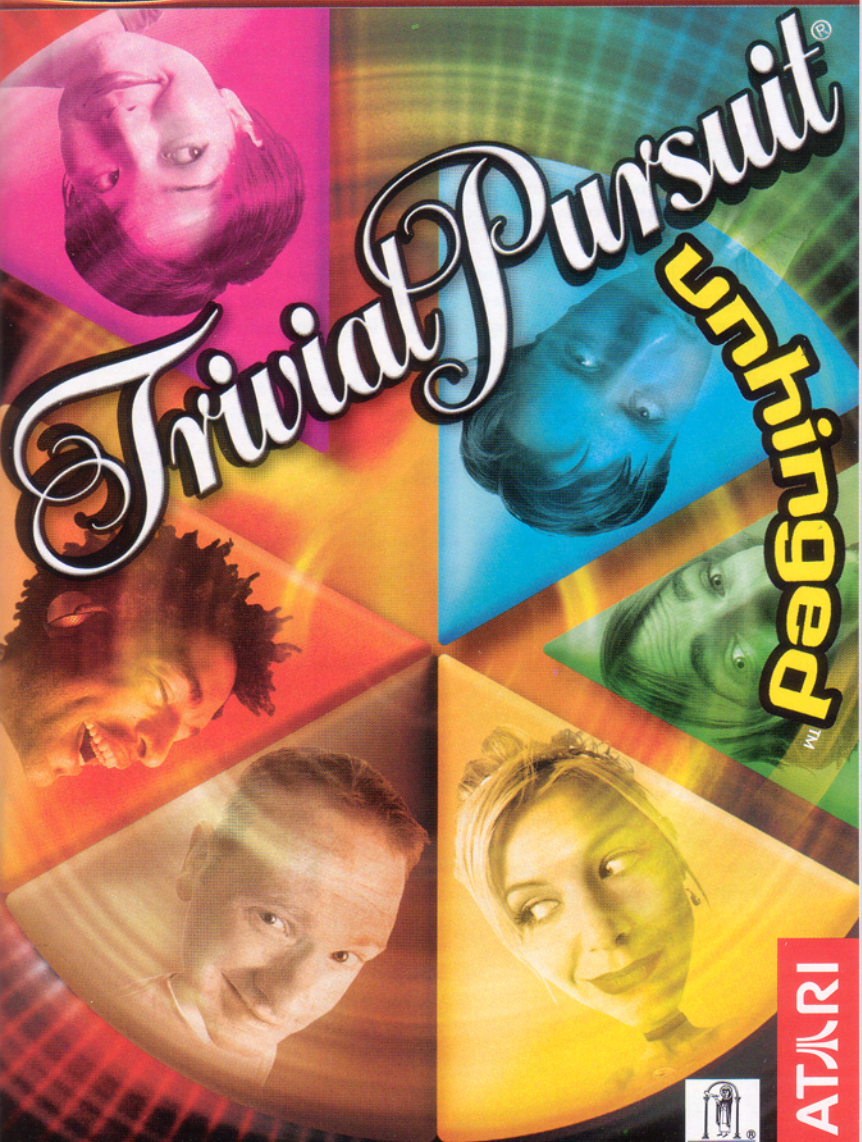
HORN ABBOT

SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information   The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.
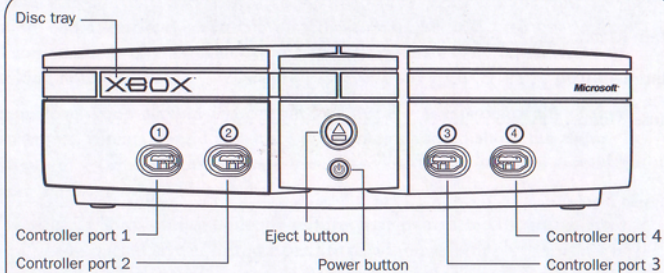
Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

TABLE OF CONTENTS

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Trivial Pursuit® Unhinged™* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Trivial Pursuit Unhinged.*

Disc tray
XBOX
Microsoft
Controller port 1 — Eject button — Controller port 4
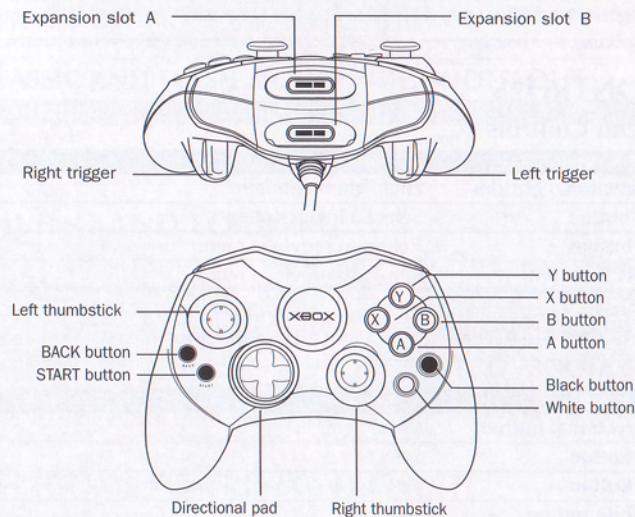Controller port 2 — Power button — Controller port 3

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER

1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play the *Trivial Pursuit Unhinged* game.

Expansion slot A — Expansion slot B
Right trigger — Left trigger
Left thumbstick — Y button / X button / B button / A button
BACK button — Black button
START button — White button
Directional pad — Right thumbstick

XBOX *LIVE*™

Take *Trivial Pursuit*® *Unhinged*™ Beyond the Box

Xbox *Live*™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Connecting

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see ***www.xbox.com/connect*** and select your country.

CONTROLS

Menu Controls

CONTROL	ACTION
directional buttons	Highlight menu item
A button	Select a menu option
B button	Return to previous menu
BACK button	Return to previous menu

In-Game Controls
ALL MODES OF PLAY

CONTROL	ACTION
directional buttons	Movement
A button	Select
Y Button	Re-display or re-read question
White button	Help
X button	Overview of board camera
Black button	Status
START button	Pause/Quit menu

UNHINGED MODE

CONTROL	ACTION
right trigger	Bet positive (other player knows the answer). Feeling lucky? Press the **right trigger** again to double your bet!
left trigger	Bet negative (other player does not know the answer). How sure are you? If you think they REALLY don't know the answer, press the **left trigger** again to double your bet.
B button	Spend Bonus Points on a special move
B button	Protect wedge
A button	Allow wedge to be stolen

CLASSIC AND FLASH MODES WITH SHOUT-OUT

CONTROL	ACTION
A button	Vote for a correct answer
B button	Vote for an incorrect answer

SAVING AND LOADING

You can save your progress at any time while playing the *Trivial Pursuit Unhinged* game by pressing the **START button** to bring up the Pause Menu and then selecting the Save option. When you save a game, you save the current board position and category, along with player identities and all of the current options settings (game mode, Shout-Out vs. Multi-Choice, player statistics, etc.) from the start of the current player's turn. To load a game, select Load Saved Game from the Main Menu. **Note:** There will be only one saved game per game mode at a time (the latest one saved to the Xbox Hard Disk).

WELCOME TO *TRIVIAL PURSUIT*® *UNHINGED*™!

It's the trivia game that started it all! Listen to questions read by an all-star cast, put your random knowledge to good use and get ready for an all-new *Trivial Pursuit* game experience.

Want the Classic game? Sit down for Classic mode, featuring either Shout-Out or Multiple-Choice question formats!

Want a quick fix? Play Flash mode!

Ready for multimedia clips, new board features and a chance to beat your friends? Unhinged mode has it all.

Hey! Do you recognize that voice? There's an all-star celebrity cast presenting you with multiple choice questions in all three modes of gameplay. Listen up while Whoopi Goldberg asks Arts & Entertainment questions. Go to the videotape with Terry Bradshaw presenting Sports & Leisure. Feeling a little random?

John Ratzenberger's ready with those oddball questions from the Wild Card category. Got the travel bug? Brooke Burke's ready to challenge you with People & Places. Feeling loquacious? Bill Nye is! He's your guy for Science & Nature. And now for something completely different — John Cleese covers the History category.

The *Trivial Pursuit Unhinged* game uses the following color scheme:

Blue – People & Places

Pink – Arts & Entertainment

Yellow – History

Brown – Science & Nature

Green – Sports & Leisure

Orange – Wild Card

Trivial Pursuit Unhinged Classic and Unhinged modes both play using the traditional *Trivial Pursuit* rules of play, as follows.

Object

Move along the circular playing path and spokes, answering questions. Collect colored scoring wedges for correctly answered questions in each of the six "category headquarters" spaces at the base of each spoke. To win the game, you must collect all wedges, land on the center hub on a subsequent roll, and answer the final hub question correctly (from a category chosen by the other players).

Gameplay

After you roll, category indicators appear on the board in all of the spaces that the roll allows you to move. The token is moved as many spaces as are indicated on the die. For example, if a four is rolled, the token must move to another space that is four spaces away from the token's current location.

Note: Any number of tokens may occupy the same space at the same time. However, in Unhinged mode, you could get stomped (see "Stomp" on page 14 for details).

Select the indicator over the space where you want the token to move. If you roll a six on the first move, the token will land in a headquarters space. If you answer a question correctly in a headquarters space, a wedge is awarded. The wedge appears in your token in both Classic and Unhinged mode, and in the on-screen bonus indicator in Unhinged mode.

When you land in a category space or headquarters space, you are asked a question in that category. If you correctly answer the question, your turn continues with another roll. If you answer incorrectly, the turn passes to the next player.

Note: If you answer a headquarters question incorrectly, the token must leave the headquarters on the next turn and later re-enter it to attempt another question for credit.

If you land on one of the 12 "Roll Again" spaces, the die rolls again. New indicators appear, continuing your turn.

A combination move along the circular path and up a spoke is permitted.

If your token lands in the hub before you have collected all six wedges, the hub is treated as a wild-card space, where you will be asked a question from the category of your choice.

Winning the Game

After you have correctly answered a question in all six category headquarters, your token must make its way to the hub for an attempt to win the game.

When your token (with all six wedges) makes its way to the hub, other players will choose a category for the potential game-winning question.

If the question is answered correctly, the game is won. If the question is answered incorrectly, the player must leave the hub on the next turn and re-enter it for another question.

Note: Since a player continues his or her turn until a question is answered incorrectly, it is possible for one player to move around the board and collect all six scoring wedges, then move into the hub and win the game — all in one turn. If this happens, any player who has not yet had a turn is permitted a chance to duplicate the feat and create a tie.

MAIN MENU

To begin a game, select Start Game, Start Xbox *Live* Game or Load Saved Game from the Main Menu. Next, choose a game mode and set the game options (see page 8). Choose your token color and Pick or Create your player profile, and you're ready to start the game.
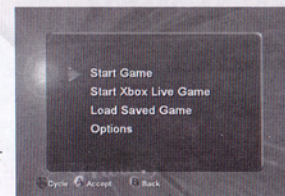
Unhinged Mode

Unhinged mode is a whole new way to play the *Trivial Pursuit* game, while still getting the questions and the board you know and love. Unhinged mode keeps every player involved with multimedia clips, Bonus Points, betting, special moves and new board spaces. (See "Unhinged Mode" on page 11.)

Classic Mode

There are no power-ups and no new rules in Classic mode — just the classic experience set in a high-end 3D environment. One to six players can compete, passing a single controller or using individual controllers in either Multi-Choice or Shout-Out question formats. (See "Classic Mode" on page 9.)

Flash Mode

Need a quick fix? Want to see who buys the first round of drinks? Just want to play solitaire? Flash mode is the game for you. Climb a new ladder-style game board and be the first one to the top. (See "Flash Mode" on page 10.)

OPTIONS MENU

In Game Host Volume – Adjust the audio level for the in-game host.

Question Host Volume – Adjust the audio volume for the celebrity hosts reading the in-game questions and factoids.
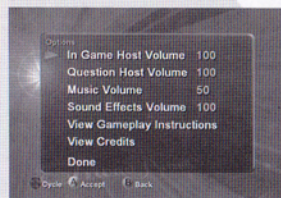
Music Volume – Adjust the background music volume.

Sound Effects Volume – Adjust the game sound effects volume.

View Gameplay Instructions – Watch helpful videos.

View Credits – See the names of the people who brought you *Trivial Pursuit Unhinged*.

Done – Accept changes and return to Main Menu.

PAUSE MENU

To pause the game while playing, press the **START button**. The Pause Menu contains the following options:

Continue – Return to the game.

Add player – Add a player to your game.

Drop player – Remove a player from your game.

Save and quit – Save your current game and player profile, and quit the game.

End game – Exit the current game, and save only your player profile for question statistics.

Options – Adjust game options. (see "Options Menu" above).

SHOUT-OUT

Want a truly classic *Trivial Pursuit* board game experience? Try playing a Classic mode game using Shout-Out answer format. Shout-Out satisfies not only the *Trivial Pursuit* game purist but also those players looking for a greater challenge. Because Shout-Out does not offer multiple choices, answering questions becomes much more demanding. Shout-Out is available for both Classic and Flash mode games.

In Shout-Out answer format, up to six players can play either by using separate controllers or by passing a single controller. The player answering the question must verbally state the answer, and then press the **A button** to reveal the correct answer. When the game reveals the correct answer, the other players determine if the shouted answer was correct. If the answer was correct, the player presses the **A button**; if it was incorrect, the player presses the **B button**. (All buttons and functionality are indicated in the Help Menu, which you can access at any time by pressing the **White button**.)

CLASSIC MODE

Maximum number of players (online, local or combined) = 6

Maximum number of players (local only) = 6

(Each player MAY have his or her own controller OR a single controller may be passed from player to player)

Classic mode is the *Trivial Pursuit* game experience that everyone knows. Move around the board, answer questions, collect wedges and race to the center with a wedge-filled token to win. Game options in Classic mode include Multi-Choice or Shout-Out answer format.

When you choose this mode of gameplay, you will be presented with the option of setting the answer type to either Multi-Choice or Shout-Out (see "Shout-Out" on page 8 for more details).

The default answer type is Multi-Choice. Press the **left** and **right directional buttons** to change the answer type. When you're ready to start the game, use the **down directional button** to highlight "Done," and then press the **A button** to go to the Token Selection screen.

Use the **up** and **down directional buttons** to choose your token color. Press the **A button** when the desired color is selected.

Once you have selected a token color, you will be prompted to create or load a player profile. Player profiles track your session statistics and keep track of which questions you've already seen in each category and game mode of *Trivial Pursuit Unhinged*. If this is your first time playing *Trivial Pursuit Unhinged*, or if you just want to create a new player profile, use the **up** and **down directional buttons** to select Create Player Profile. Press the **A button** to enter the player profile setup screen. Use the **directional buttons** to enter your profile name, and then high-light and select the check mark when you've completed your player profile.

Otherwise, use the **up** and **down directional buttons** to highlight "Pick existing player profile" and press the **A button** to choose an existing profile.

Once you've entered all of the players for the game, use the **up** and **down directional buttons** to navigate to Start Game, and then press the **A button** to load up Classic mode.

While playing, use the **A button** to roll the die and use the **directional buttons** to toggle between the spaces where you can move. To move your token to a space, highlight that space and then press the **A button**.

Your turn continues until you get a question wrong, and then the turn passes to the next player. Once you've collected all six category wedges, move to the middle of the board and answer a question correctly to win the game!

FLASH MODE

Maximum number of players (online, local or combined) = 6

Maximum number of players (local only) = 6

(Each player MAY have his or her own controller OR a single controller may be passed from player to player)

Flash mode provides a quick trivia fix in a fast-paced new format. Race to the top of the ladder by being the first to correctly answer a variety of trivia questions.

When you choose this mode of gameplay, you will be presented with the option of setting the answer type to either Multi-Choice or Shout-Out (see "Shout-Out" on page 8 for more details). The default answer type is Multi-Choice. Press the **left** and **right directional buttons** to change the answer type. When you're ready to start the game, use the **down directional button** to highlight "Done," and then press the **A button** to go to the Token Selection screen.

Use the **up** and **down directional buttons** to choose your token color. Press the **A button** when the desired color is selected.

Once you have selected a token color, you will be prompted to create or load a player profile. Player profiles track your session statistics and keep track of which questions you've already seen in each category and game mode of *Trivial Pursuit Unhinged*. If this is your first time playing *Trivial Pursuit Unhinged*, or if you just want to create a new player profile, use the **up** and **down directional buttons** to select Create Player Profile. Press the **A button** to enter the player profile setup screen. Use the **directional buttons** to enter your profile name, and then highlight and select the check mark when you've completed your player profile.

Otherwise, use the **up** and **down directional buttons** to highlight "Pick existing player profile" and press the **A button** to choose an existing profile.

Once you've entered all of the players for the game, use the **up** and **down directional buttons** to navigate to Start Game, and press the **A button** to load up Flash mode.

Use the **directional buttons** to toggle between the two spaces on the current rung. Highlight a category and then press the **A button** to select it. Answer the question in your chosen category. If you get the question right, your token will advance up a rung, and play will pass to the next player. If you get it wrong, you'll have to stay put until your next turn. The first player to the top wins the round... and the bragging rights.

At the end of each round, you will be presented with the current statistics. You can choose to replay Flash mode up to six consecutive times to determine who is really the winner.

UNHINGED MODE

Maximum number of players (online, local or combined) = 4

(Each player MUST have his or her own controller)

With game features like Bonus Points, betting, special moves and new board spaces, this mode rewards the clever, the speedy and the sneaky — while still highlighting everybody's trivia talents.

Note: This mode supports two to four players, each with his or her own controller.

When you play an Unhinged mode game, you are presented with the option of setting the frequency of special board spaces (See "The Unhinged Game Board" on page 12 for descriptions of special board spaces). Frequency options are High, Medium, Low or Never. The default frequency is Medium. Press the **left** and **right directional buttons** to change the answer type. When you're ready to start the game, use the **down directional button** to highlight "Ready," and then press the **A button** to go to the Token Selection screen.

Use the **up** and **down directional buttons** to choose your token color. Press the **A button** when the desired color is selected.

Once you have selected a token color, you will be prompted to create or load a player profile. Player profiles track your session statistics and keep track of which questions you've already seen in each category and game mode of *Trivial Pursuit Unhinged*. If this is your first time playing *Trivial Pursuit Unhinged*, or if you just want to create a new player profile, use the **up** and **down directional buttons** to select Create Player Profile. Press the **A button** to enter the player profile setup screen. Use the **directional buttons** to enter your profile name, and then highlight and select the check mark when you've completed your player profile.

Otherwise, use the **up** and **down directional buttons** to highlight Choose Existing Profile and press the **A button** to choose an existing profile.

Once you've entered all of the players for the game, use the **up** and **down directional buttons** to navigate to Start Game and then press the **A button** to load up Unhinged mode.

Press the **A button** to roll the die and take your chances. The spaces where you can move will be highlighted with an icon that shows the category content. Use the **directional buttons** to select your space, and then press the **A button** to move your token to that space. Keep your eyes peeled — special board spaces will also be highlighted.

The Unhinged Game Board

There are new special board spaces in an Unhinged mode game. Sometimes the board is your friend, sometimes it's your enemy, but it always keeps things interesting.

Board Rotate

When you land on a Board Rotate space, the board will rotate two spokes clockwise, causing all player tokens on the board to rest on a different space (with the exception of tokens on the center hub). The current player's turn then continues as if he or she just landed on the new space.

Teleport

Need a wedge? Wanna get revenge? The Teleport space may be what you're looking for! When you land on this space, a pillar of light shoots up, and sucks your token to another space of your choice. Choose wisely! You can use this special board space to take the best advantage of your turn, or even to stomp another player and cause them to LOSE a turn!

Random Category

When you land on a Random Category space, the game will randomly select a question from all possible categories.

50/50

The 50/50 space reduces the number of possible multiple-choice answers for the question from four to two.

Recycling

The Recycling space lets you request new questions (up to two) in the same category, until you find one that you like. Press the **B Button** to get a new question in the category.

Sticky

You're going to stick like glue! The hidden Sticky space will not let you move until you correctly answer a question in that category, or until you've incorrectly answered three questions in that category.

Bounce

The hidden Bounce space automatically passes your question to the next player. The good news? It may be a tough question! The bad news? You lose your turn.

Double/Triple Bonus Points

Need some points? Keep an eye out for 2x and 3x bonus points spaces. Get the answer right and double or triple your pleasure, by doubling or tripling your Bonus Points for the turn.

All-Wedge

Occasionally, all spaces of a certain color will display hovering, translucent wedge icons. This means that all spaces within that category are offering a wedge for a temporary period. Move fast!

Bonus Point System and Betting

The Bonus Point System is the core element of Unhinged mode. Players earn Bonus Points throughout the game and then "spend" them in both defensive and offensive ways via the special moves system. Each player's Bonus Points are displayed in one of the four corners of the screen, along with that player's current number of wedges, any earned special moves and current bets.

Earning Bonus Points

- **Think Fast! Answer Fast!** – When the answers are revealed, a timer begins to tick down from 3 to 1. If you answer before the timer hits 1, you can earn up to three Bonus Points, depending on where the timer stops when you answer. No points are awarded for incorrect answers.

- **How sharp are your friends?** – Does your opponent have a trivial or a terrific grasp on trivia? If you think you know, use the betting interface to predict the outcome of an opponent's question. From the time that answers are displayed until the time he or she selects an answer, all other players can wager on whether that player will choose the correct answer. To bet that the player will answer *correctly*, press the **right trigger**. To bet that the player will answer *incorrectly*, press the **left trigger**. You can wager 1 or 2 points per bet.

- **Special board spaces** – Landing on a 2x or 3x space AND answering correctly earns you additional Bonus Points.

Losing Bonus Points

Players lose Bonus Points by betting incorrectly on another player's answer. If you bet that a player will answer correctly but he or she does not, you lose the number of points that you bet. The same is true if you bet that a player will get the wrong answer but he or she gets it right. **Note:** You can never have fewer than 0 points.

Spending Bonus Points

When you have enough Bonus Points, you can use them to purchase special moves. Your Bonus Point total is displayed in one of the four corners of the screen. As special moves become available, you are given visual indication of

the available moves. Remember, help is always available by pressing the **White button**. Below are the special moves that become available after you have generated enough Bonus Points:

* **15 Bonus Points** – The Re-roll Die icon will appear only when it is your turn AND you have rolled your die AND have been shown the possible spaces to which you can move BUT you have not yet chosen a space. Press the **B button** to activate Re-roll Die.
* **30 Bonus Points** – The Get New Question icon appears only when it is your turn AND you have seen the question BUT before you have answered. Press the **B button** to spend those points and receive a new question in the same category!
* **50 Bonus Points** – With 50 or more Bonus Points, you're allowed to steal an opponent's wedge, or protect one of your own wedges from being stolen. If it is your turn, you can choose to steal a wedge from the player of your choice. If you are the player from whom the wedge is being stolen, you can protect your wedge if you have enough points. The Steal Opponent's Wedge icon will appear only when your turn has started but you have not yet rolled the die. Press the **B button** to activate the wedge steal/block special move.

Stomp

Looking for a new way to slow your opponent down? STOMP them! If you land on a game space that is already occupied by another player, that player loses his or her next turn.

ONLINE PLAY WITH XBOX *LIVE*

Online Game Setup

To play the game online, choose the Start Xbox *Live* Game option from the Main Menu and complete the following steps:

1. When Xbox *Live* is initialized and your Xbox is online, you will then be brought to the *Live* menu. From the *Live* menu, you have the option to join an existing game or host a new game.

To Join a Game: Select "Join Game" from the *Live* menu. You will be presented with two options: Quick Match and OptiMatch. If you select Quick Match, you will quickly be added to the next available game. If you select OptiMatch, you will have the option to search for a game with *your* desired options. Use the **up** and **down directional buttons** to scroll through the search options, and use the **left** and **right directional buttons** to adjust the options. Once you have set the game options you want, use the **up** and **down directional buttons** to move the cursor next to "List Available Games" and press the **A button**. You will now have all available games listed for the options that you selected on the previous screen.

Note: All game options fields are defaulted to "Any," so if you have no preference when searching for a game, just select "List Available Games" and every active game will be displayed for you to choose from.

To Host a Game: When you choose to host a game, you can configure the following game options:

* The *Trivial Pursuit* game mode being played (see page 7, "Main Menu").
* The desired game options, i.e. Special Space Frequency (Unhinged Mode only), Answer Type, Maximum players and Private slots.
* A unique name for your *Trivial Pursuit* game, which you create

Note: The host player can launch the game at any time and can also "kick" players from the game.

An online player who does not respond in a timely fashion during his or her turn may be ejected from the game by the host. **Note:** Your ISP (Internet Service Provider) may have additional time-out features. Contact your ISP for details.

2. Once you have hosted a game or joined a game that has not been launched yet, the Add Player screen appears. On the Add Player screen, you can see the number of players and choose your token color.

3. During gameplay, you may chat with other players by using Voice Chat.

4. When an online game ends, you will be returned to the *Trivial Pursuit* Title Screen. From the Title Screen, you can either return to Xbox *Live*, or start a single player non-*Live* game, plus configure game options. (See page 7, "Main Menu.")

Note: If a host drops play intentionally or unexpectedly, the online game will end.

Using Voice Chat

Trivial Pursuit supports Voice Chat for online play in all game modes. You must have a headset to play Classic or Flash mode using the Shout-Out option. This optional feature allows you to communicate with other players via a headset.

Note: Voice chat is universal — everyone playing can hear.

If you have a network firewall installed, you might not receive incoming Voice Chat communications. See "Port Range List" on page 16 for a list of ports you may have to open for Voice Chat to function properly.

Atari does not monitor, control, endorse, or accept responsibility for the content of voice communication.

You are strongly encouraged not to give out identity or other personal information through voice chat message transmissions. Kids, check with your parent or guardian if you are concerned about any voice messages you receive.

Port Range List

Note: Atari does not endorse or recommend specific routers or other broadband devices for online gaming. In addition, Atari Technical Support does not troubleshoot issues related to router configuration. Nonetheless, because routers are in common use in North America and worldwide, and some games may perform properly with some properly configured broadband routers, the following information is provided for those who may wish to adjust the settings for their broadband router. ATARI IS NOT RESPONSIBLE FOR ANY DAMAGE OR LOSS OF DATA RESULTING FROM THE USE OF ANY DEVICE CONNECTED TO AN XBOX OR RESULTING FROM THE ADJUSTING OF ANY SETTINGS THEREOF. USE THE FOLLOWING INFORMATION AT YOUR OWN RISK!

If your Xbox is located behind a firewall, you may have to open some or all of the following ports for Voice Chat and other features to function properly:

Game Server Port (TCP): 22042

Voice Chat Port (TCP/UDP): 22043 – 22050

Peer Ping Port (UDP): 13139

Peer Query Port (UDP): 6500

Note: For details on firewall port configuration, please refer to the instruction manual provided with your firewall software or firewall device.

AOL USERS – IMPORTANT: If you are accessing the Internet through an AOL broadband account and you experience problems joining or hosting a *Trivial Pursuit Unhinged* online game, you may need to change your security settings or parental permission settings. Consult AOL for instructions on how to modify these settings.

NOTES

NOTES

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Science & Nature
Bill Nye
Tim Curtis – *William
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Amy Lennie at The Rights
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